Game Design Document

Fill up the following document

1. Write the title of your project

Don’t get caught by the zombie!

1. What is the goal of the game?

Run as fast as you can from the zombie but he gets quicker

1. Write a brief story of your game.

Your lost in the woods! , don’t know a way out! All of a sudden a zombie pops out and starts chasing you, run from the zombie!

1. Which are the playing characters of this game?

* Playing characters are the ones who respond to the user based on the input from the user.
* Cars, monkeys, dinos, wizards, etc., are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Chloe the exploror | Run away from the zombie |
| 2 | Ryan the zombie | Chases chloe |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non-Playing Characters of this game?

* Non-Playing characters are the ones that don't have an action or behavior when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc., are non-playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | skull | Tries to kill you |
| 2 | hand | Tries to pull you in |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

Draw your imagination of this game. What does this game look like?

* Draw the game either on your computer or on paper.
* Add images of the game scenes to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging? By when you progress the game it becomes more difficult and Ryan the zombie gets faster